

[EVE ONLINE TRAINING Academy's](#)

Common Eve Terms & Abbreviations



Written By - Feral Karkassia

Published in PDF format by [aaeo].net  
[www.allabouteveonline.net](http://www.allabouteveonline.net)

## Common Eve Terms and Abbreviations:

**\o:** Symbolizes an arm and a head--a person waving, often Hello.

**0.0:** Systems in space categorized as safety rating 0.0 are systems that have no Concord intervention, no sentry guns, and no security status loss for aggressive action--it's basically a free-for-all system.

**AB:** Afterburner. A type of module to make a ship fly faster.

**AF:** Assault Frigate. A type of frigate that is Tech2, with high resistances to all damage types. These are used for heavy fighting and are very sturdy.

**Aggro:** To "aggress," to show aggression towards. If you attack an npc, for example, all the nearby npc's will Aggro you (lock and try to shoot) and therefore you've taken their aggression. Usually taken into account when several people share a mission or deadspace: one may set up to tank the damage, and will take the aggro while the others kill the npc's.

**Alpha Strike:** The first strike of a fight, the chance to do damage before real fighting begins. Alpha-strike often refers to the damage done by a hit-and-run attack, and can sometimes mean killing a ship before it can retaliate.

**Alt:** An "Alternate:" an alternate character for a player. A miner may have a hauler as an alt, and many players have untrained corp-less characters as scouts for low-security space.

**BPC:** Blueprint Copy: an item that allows the owner to manufacture a certain number of whatever item the BPC is of.

**BPO:** Blueprint Original: an item that allows the owner to manufacture unlimited amounts of whatever item the BPO is of. BPC's are made by researching BPO's.

**BS:** Battleship

**Cap:** Capacitor. The capacitor of a ship stores energy to activate various modules.

**Carebear:** A player who avoids PvP combat--often derogatory.

**CCP:** the name of the company that created and runs Eve-Online

**CEO:** Chief Executive Officer; the leader of a corp.

**Concord:** The police force of Eve, all non-player characters.

**Corp:** A Corporation; an official group of players working together toward a goal

**CorpThief:** Someone who steals from their corporation-- often a spy, or someone who was intending to steal all along, who steals everything they have access to and then leave.

**Cosmos:** A mission type that rewards the player with blueprints for Cosmos items. Cosmos items are named items that often surpass the quality (fittings and effectiveness) of T2 modules.

**CovOps:** Covert Ops: a ship type that uses a Covert Ops cloaking device to move unseen.

**CPU:** Central Processing Unit. CPU in Eve refers to the computer power generated by a ship. Various modules need differing amounts of CPU in order to be fitted to your ship.

**Dev:** Developer, as in one of the Game Developers that works on Eve.

**DCU:** Damage Control Unit: a module that increases damage resistances on a ship, making it hardier.

**DPS:** Damage-per-second; a measurement of a turret's damage per second

**DT:** Downtime. Eve goes down for one hour each day around noon (depending on the time of year) for server maintenance.

**EANM:** Energized Adaptive Nano Membrane, a type of module

**ECCM:** Electronic Counter-Countermeasures: modules that prevent electronic counter-measures from working.

**ECM:** Electronic Countermeasures: modules that prevent being locked by an enemy, whether they are the Burst variety (sent out to hit anything nearby) or the standard type that only affect your locked target

**EW:** Any Electronic Warfare modules. These sometimes include Target Painters, for example, and other modules not normally considered strict ECM.

**FTW:** For The Win. If something is "for the win," it's good.

**FTL:** For The Loss--bad. Not very common usage. In scifi can also mean faster-than-light.

**Gank:** to kill someone. To get ganked by a pirate means you got killed by a pirate.

**Gimp:** Similar to Nerf (see below) but done by a player. If one fits a battleships lowslots full of Warp Core Stabilizers, for example, he may prevent being warp-scrambled but has effectively "gimped" his fighting ability (the slots could be better appropriated to tanking or damage modifiers).

**Gyro:** Gyrostabilizer. A module that increases rate-of-fire and damage of weaponry.

**HAC:** Heavy Assault Cruiser: a tech 2 cruiser with high resistances to all damage types. Very sturdy and used for heavy fighting.

**Haul:** To carry items, especially ore, in the cargo hold of a ship. Hauling ore means to take mined ore back to a station.

**Hauler:** Can be either a type of ship meant to haul ore, or a person designated to haul ore.

**HP:** Hit Points--the points counting the amount of health a ship has in Shields, Armor and Hull (Structure).

**HQ:** Headquarters.

**Inties/Inty:** An Interceptor, a specialized ship that is meant to be small and to move very, very fast.

**Isk/Iskies:** In-game money; InterStellar Credits.

**JetCan:** A can jettisoned into space for the purposes of mining into it.

**JetMining :** Mining by dumping mined ore into a jettisoned can. Usually a miner who jetmines has someone else to haul the ore, or will haul it later him/herself.

**MacroMiner:** A character whose player uses a sophisticated program to make the character mine automatically.

MacroMiners are against the terms of service of Eve, and are hated by much of the hard-working Eve community; they can often be recognized by nonsensical names (hgvfhv) and the fact that they're still in an npc corp (newbie corp) after a long period of time; they also can respond to chat, but the chat does not usually make any sense whatsoever ("Are you a macro miner?" might be replied with "Do Not.")

**MAPC:** Micro-Auxiliary Power Core: a module used to increase a ship's power output.

**Minerals:** Minerals in Eve are gotten by refining ore. Minerals are used to build modules, ammunition and ships.

**Module:** Refers to any item that can be mounted on a ship via the Fittings panel in dock. For example, afterburners, gun turrets and Warp Core Stabilizers are all modules.

**MWD:** Micro-Warp Drive: an advanced Afterburner that uses warp-drive technology. Cannot be used in Deadspace complexes, where warp drives are unuseable; cannot be used when the ship is warp-scrambled.

**OMW:** On My Way

**One-Volley:** To destroy an enemy ship with only one set of weapons fire--for example, a Caldari's first set of missiles blowing up a frigate.

**Ore:** When one mines from an asteroid, ore is placed into their hold. Ore can come in many types, from common to extremely valuable, and is sold whole or refined to get minerals.

**Ore Thief:** Someone who steals ore from JetCans in asteroid belts.

**Named:** Named Modules are specialized versions of standard modules that require less fittings and/or work better than their standard counterparts.

Examples are Monopropellant I Hydrazine Boosters, which are named Afterburner I's.

**Nerf:** To lower the effectiveness of. When the dev's lower the rate of fire for a gun, for example (so long as the gun wasn't overpowered to begin with), they've Nerfed it. From Nerf=soft foam weapons, thus it now means made ineffective.

**Nos:** Nosferatu. A type of energy-draining device that transfers drained energy to the ship that uses it.

**NPC:** Non-Player Character; any of the enemies in Eve (shown with a red cross for a ship symbol) or for that matter any non-player character at all, can be called an NPC. The term usually refers to NPC pirates.

**PG:** PowerGrid. The amount of power a ship produces with which to mount modules.

**Pirate:** A player who attacks and ransoms and/or kills other Eve players for money.

**PvE:** Player versus Eve--the style of play that pits a player against various non-player elements, such as missioning or ratting.

**PvP:** Player versus Player--combat between two human characters. A person who specializes in PvP is a fighter pilot, often security or a pirate.

**PDU/PDS:** Power Diagnostic Unit or Power Diagnostic System: a module that increases a ship's power output, among other things.

**Podded:** To be podded means to have one's lifepod destroyed.

**Popped:** To be popped means to have one's ship destroyed.

**POS:** A Player-Owned Structure (or Station); a station or structure in space deployed by players rather than by the game's developers

**Rat:** NPC pirate.

**RCU:** Reactor Control Unit: a module that increases a ship's power output.

**ROF:** Rate of Fire, usually how fast a turret fires

**RmR:** The latest version of Eve, Red Moon Rising.

**Sec:** Security. This can refer to a low-sec system (low-security) or sec-status (security status of a character)

**Scram:** Scrambled, i.e. warp-scrambled. If you are warp-scrambled, someone is using a Warp Scrambler module to prevent you from warping away.

**SP:** SkillPoints. See the Skill Guide for more information.

**Stab:** See Warp Core Stabilizers.

**Tackler:** Someone who is first on the scene of a fight and uses scramblers and webifiers to "lock down" an enemy combatant, making it easier for the tackler's allies to kill.

**Tank:** A "tank" is a ship's combination of modules, etc. that prevent or heal damage to it. A good tank may use armor hardeners and an armor repairer, for example, or a shield extender and booster along with an Invulnerability Field. Other methods that may be called tanks on occasion include boosting a ship's speed to near-unhittable levels or using electronic warfare to prevent being locked.

**Tanking:** Using a Tank to absorb damage without losing HP.

**T2:** Tech2. Tech2 items are of Technology Level 2, and though are harder to manufacture and generally much more expensive, they are usually of much better quality; however some Named modules can approach the quality of T2 items.

**Web/Webbed:** Stasis Webifier/Stasis Webified: a module that places a web of entangling energy streams around a ship, greatly slowing it down--and thus making it easier to hit. The Web or Webber is the unit; being Webbed means one has been webified.

**WCS:** Warp Core Stabilizers. WCS's are fitted to a ship to help prevent being warp-scrambled.

If you're not familiar with basic "chatting" terms (such as afk=away from keyboard) then another guide you may want to have a look at is:

[Eve Chat Terms](#)